CLAIMS

1. A method of rendering a user interface for a device, the method comprising the steps of

providing a plurality of actors, each of the plurality of actors being associated with a user interface element and comprising one or more attributes defining the respective actor;

providing a renderer to receive one or more attributes from one or more of the plurality of actors; and

rendering the user interface in accordance with the received attributes.

2. A method according to claim 1, wherein if an actor attribute is updated, the update is received by the renderer and the user interface is updated accordingly.

3. A method according to claim 2, wherein the an actor attribute is updated in response to a user update.

4. A method according to claim 2, wherein the updating of an attribute causes the formatting of a user interface element to change.

5. A method according to claim 2, wherein the updating of an attribute causes a user interface element to move within the user interface.

6. A method according to any preceding claim wherein the actor attributes comprise mark-up language and the renderer is a mark-up language renderer.

7. A data carrier comprising computer executable code for performing the method of any of claims 1 to 6.

8. A device comprising

a user interface, the user interface comprising one or more user interface elements;

a plurality of actors, each of the plurality of actors being associated with a user interface element and comprising one or more attributes; and

a renderer, the renderer being configured, in use, to interpret the attributes associated with one or more of the plurality of actors and to render the user interface accordingly.

9. A device according to claim 8, wherein the device further comprises display means for displaying the user interface.

10. A device according to claim 8 or claim 9, wherein the device further comprises a communications interface for receiving further actors for use in the rendering of the user interface.

11. A device according to any of claims 8 to 10, wherein the device further comprises storage means configured to store the plurality of actors.

12. A device according to any of claims 8 to 11, wherein the device further comprises processing means configured to operate the renderer.